ous audio and lighting output devices (not shown) may also typically be incorporated into gaming machine **70**. Preferably, gaming machine **70** may be configured with network interface apparatus (not shown) such as ports, cable connections, and/or network cards for linking gaming machine **70** to a casino intranet and/or other network (e.g., a local area network (LAN), a wide area network (WAN), the Internet (also referred to as the World Wide Web), etc.).

[**0040**] Gaming machine **70** may be configured for simultaneous, sequential, and/or random play of a variety of games of chance at the same time.

[**0041**] By "simultaneous play" it is meant that a plurality of selected games may be initiated for play at the same time and wherein the image representations for each of the selected games are substantially mutually concurrently displayed on single display screen **72**. "Simultaneous play" is referred to interchangeably herein as "mutually concurrent play." After initiation of simultaneous play, game outcomes may be simultaneously, sequentially, or randomly displayed on single display screen **72**. Preferably, however, game outcomes for a "simultaneous play" mode are revealed on single display screen **72** in a synchronous fashion (e.g., the game outcomes are displayed one at a time and according to predetermined intervals).

[**0042**] By "mutually concurrently displayed" it is meant that one or more players on gaming machine **70** may view the images of all selected games at once and at a single point in time.

[**0043**] By "sequential play" it is typically meant that a plurality of games initially "mutually concurrently displayed" on single display screen **72** in the manner described above may be initiated for play in an ordered sequence. Preferably, games selected for sequential play have their game outcomes revealed in the same order in which the games were initiated for play. Thus, games selected for "sequential" play may typically initially result in the image representations of the games being displayed mutually concurrently on single display screen **72**[,] and may have only the game outcomes revealed in sequential fashion.

[**0044**] By "random play" it is meant that multiple games selected for play are initiated and/or have their outcomes randomly determined by a microprocessor of gaming machine **70**. In "random [play",]play," the game images of a plurality of games of chance may typically be mutually concurrently displayed.

[**0045**] Examples of games which may be simultaneously, sequentially, and/or randomly played on gaming machine **70** include, but are not limited to: video spinning reel slot machines, video poker card games, video blackjack games, video keno games, video bingo games, video roulette games, etc.[.] Gaming machine **70** may preferably further be configured for play of a large number of variations of each of the assorted categories (classes) of games of chance. For instance, assorted reel slot machine games having varying configurations can be selected as having, for example, differing indicia (other than the traditional ["7-7-7",]"7-7-7," cherries, bars, bells, etc.), different numbers and/or configurations of paylines, and/or varying numbers of reels. As a comprehensive illustrative example, gaming machine **70** may be adapted for play of any type of game of chance located in the casino in which gaming machine **70** resides or which may be otherwise provided by the property or another site for remote gaming. Of course, the arrangement and function of player input [controls]devices **76** are configured appropriately for the types of games that can be played on gaming machine **70**. New game play variations may also be provided on gaming machine **70**, as is described in more detail below.

[**0046**] **FIG. 3** is a block diagram of an exemplary system architecture **108** for gaming machine **70**. Central to the operation of gaming machine **70** is at least one digital microprocessor **110**; digital microprocessor **110** containing logic circuits for executing and operating a plurality of differing games of chance. In a currently preferred aspect of the invention, digital microprocessor **110** is configured to display and operate a plurality of mutually concurrently displayed games simultaneously, sequentially, and/or randomly. Digital microprocessor **110** thus contains logic circuits for a variety of functions, including, but not limited to: controlling graphics on single display screen **72**, interacting with players, determining game outcomes, sending and processing network information, and the like. Digital microprocessor **110** may preferably support a variety of Internet protocols, such as Simple Mail Transfer Protocol (SMTP), Hyper Text Transfer Protocol (HTTP) File Transfer Protocol (FTP), and the like.

[**0047**] Programs relating to the operation of gaming machine **70** may typically be stored in ROM (read-only memory) **112**. The ROM **112** may be detachable or an erasable and programmable read-only memory (EPROM), or an electrically erasable and programmable read-only memory (EEPROM) may be used as the ROM. The system architecture **108** also contains random-access-memory (RAM) **114**, a portion of which may preferably be dedicated as graphics memory **115**. Video random-access-memory (VRAM) **116** may also be provided for storing and rendering background pictures to be displayed on single display screen **72** (see **FIG. 2**). A storage medium **118** (e.g, a hard disk or CD ROM media) containing appropriate operating system software, program software, and storage capacity is preferably included to support the various enhanced capabilities of gaming machine **70**. Storage medium **118** may be utilized in addition to, or instead of, the ROM **112** firmware[**112**] for storing the various gaming programs. In this regard, digital microprocessor **110** may be configured for cooperative processing of software from ROM **112**, storage medium **118**, and any external sources of software (e.g., Java™ programs or other executable software downloaded from an external file server or computing device linked to a network interface, as hereinafter described).

[**0048**] Digital microprocessor **110** is further linked to a network interface **120** which provides external [bi-directional]bidirectional communication capabilities for gaming machine **70**. Network interface **120** may be linked to a casino intranet (i.e., a LAN), a (WAN) and/or the Internet through devices (e.g., servers and routers) and communication links **122**[well known]well-known in the art, including, without limitation, twisted-pair wire, coaxial cables, fiber optics, and/or radio wave or other wireless transmission.

[**0049**] In a preferred embodiment, a [webserver]web server **124** is incorporated into the hardware of gaming device **70** and linked to digital microprocessor **110** and network interface **120** to allow access to gaming machine **70**